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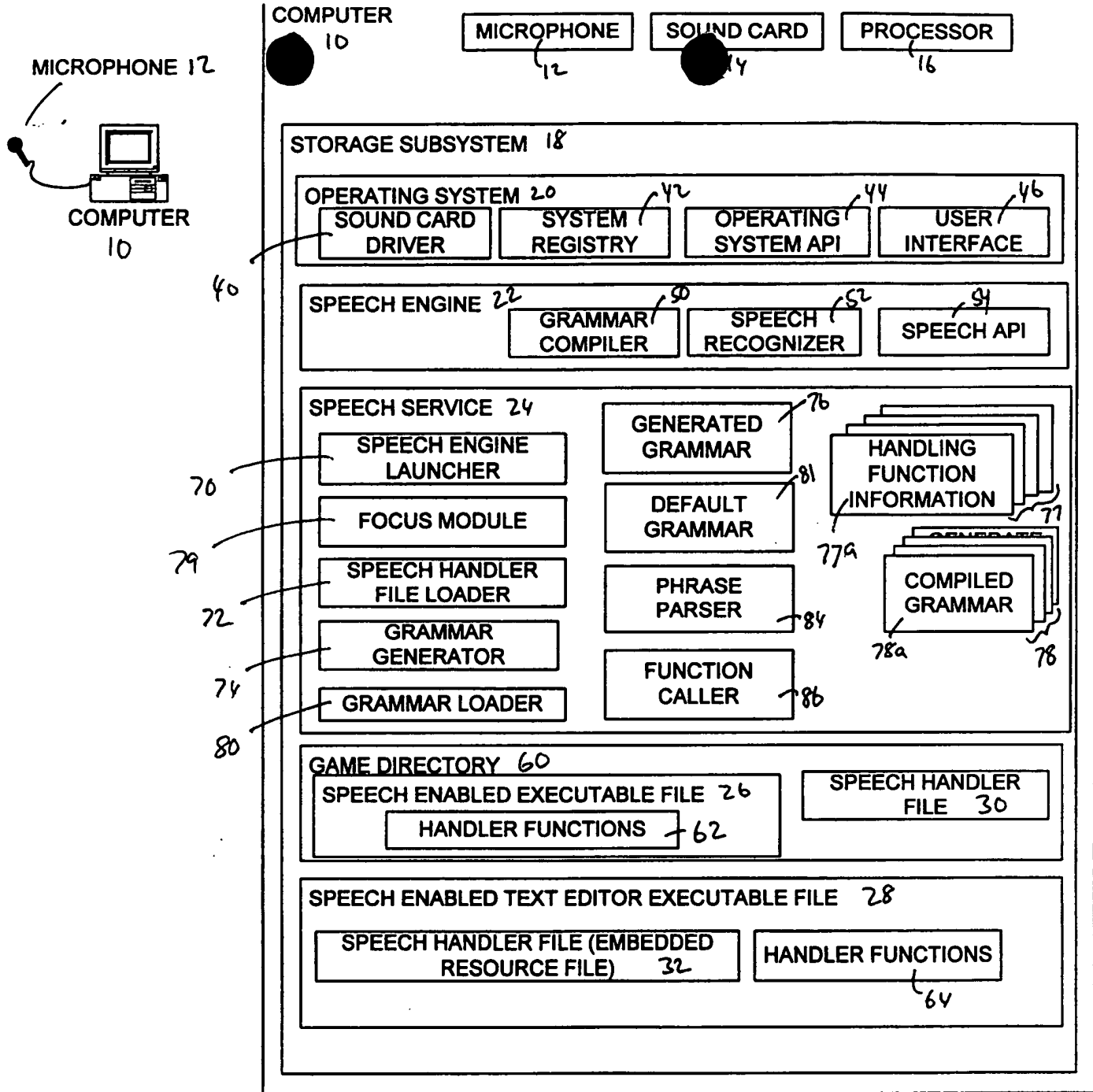


FIG. 1

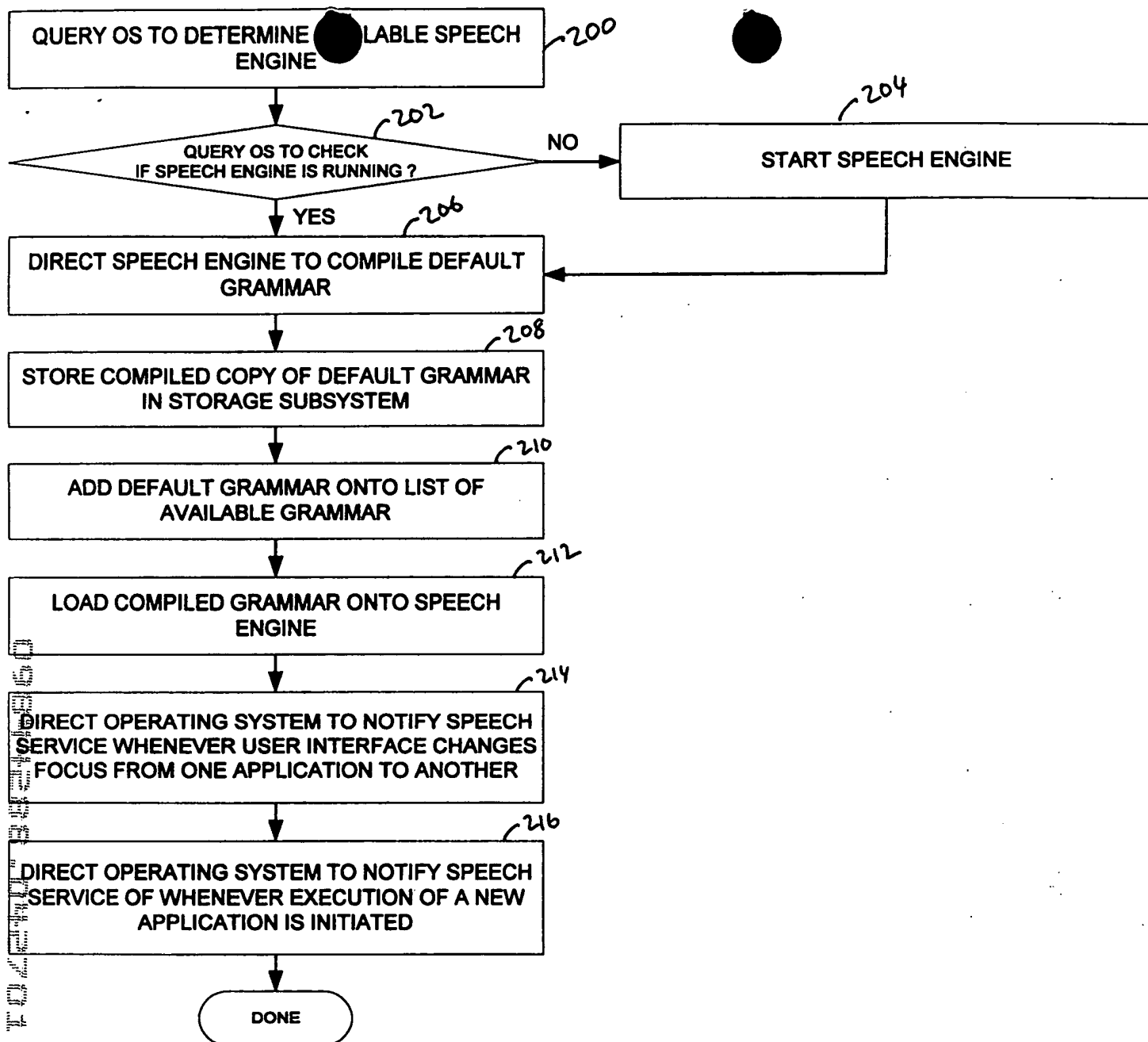


FIG. 2

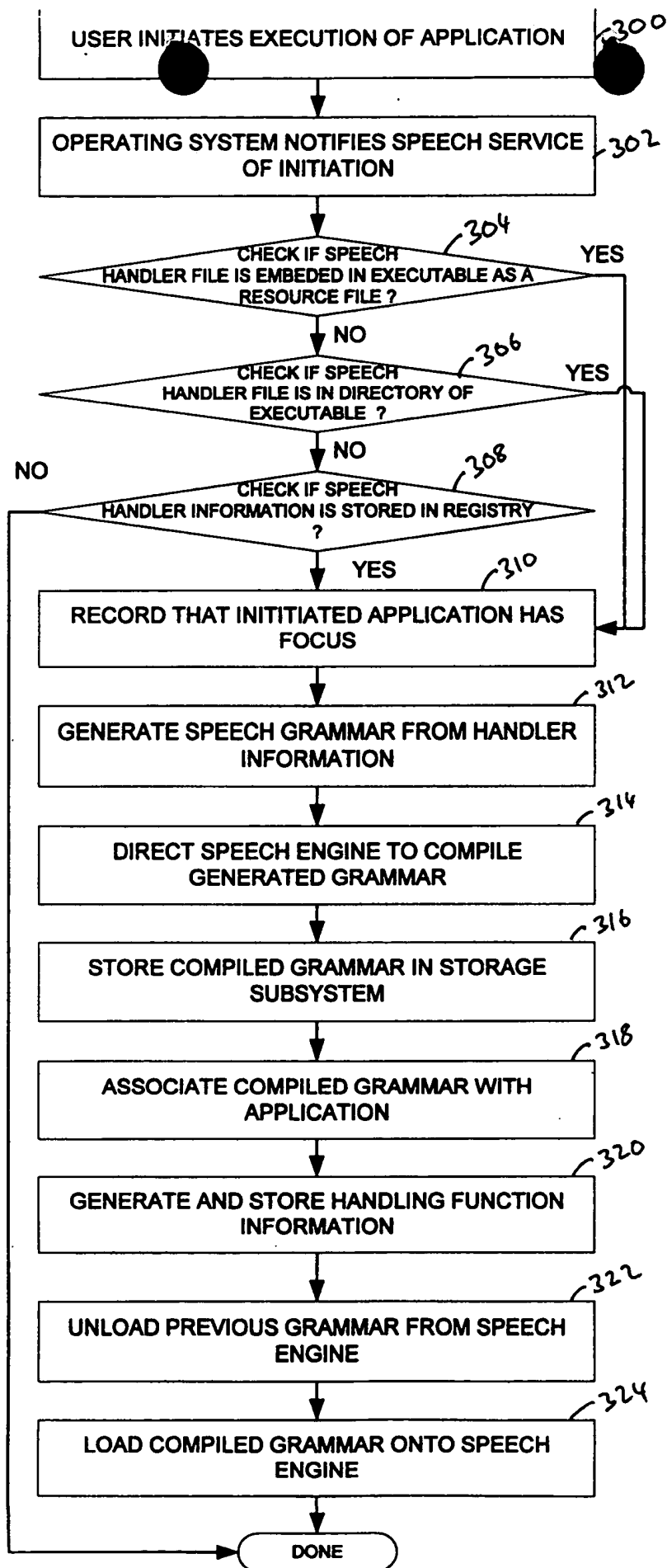


FIG. 3

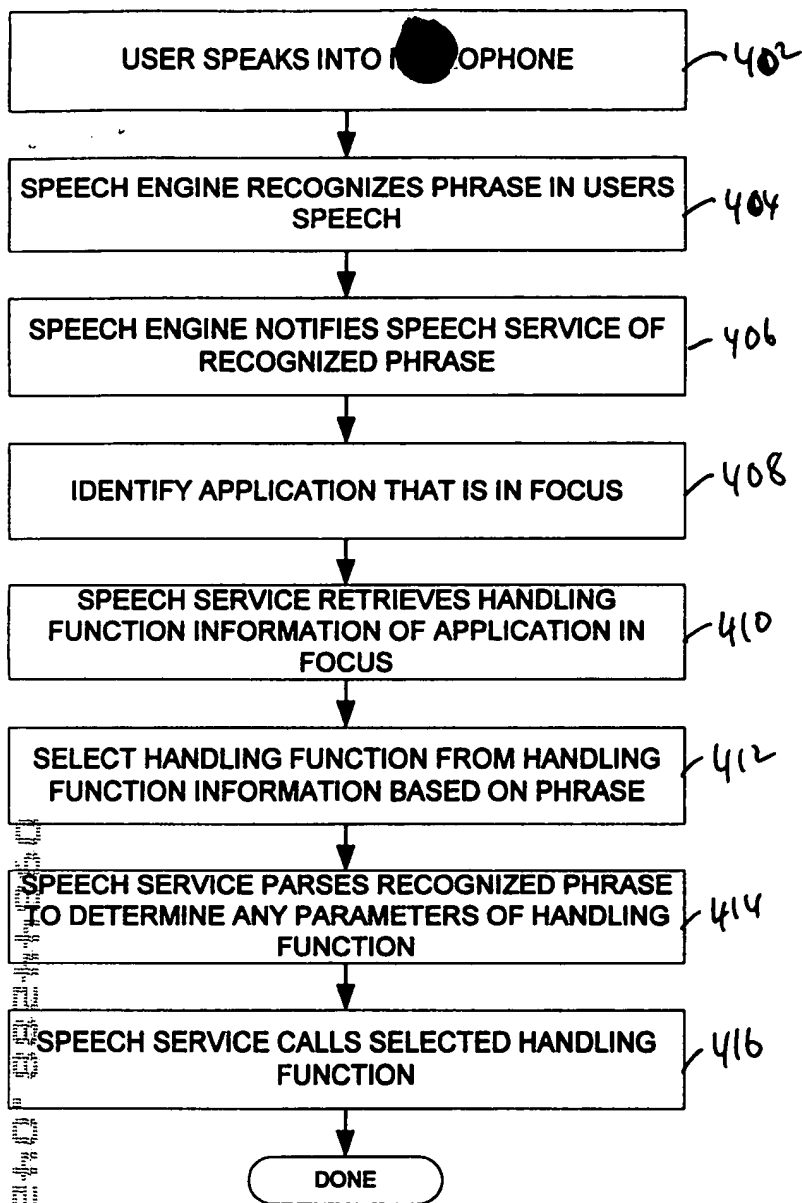


FIG. 4

Handling function	Phrase
int jump(void) ^{93a}	jump ^{92a}
int sendmail(char *recipient) ^{93b}	Sendmail to * "recipient" ^{92b}
int kick(char *person, char *bodypart) ^{93c}	Kick * "person" in * "bodypart" ^{92c}

94 96

92

90

FIG. 5

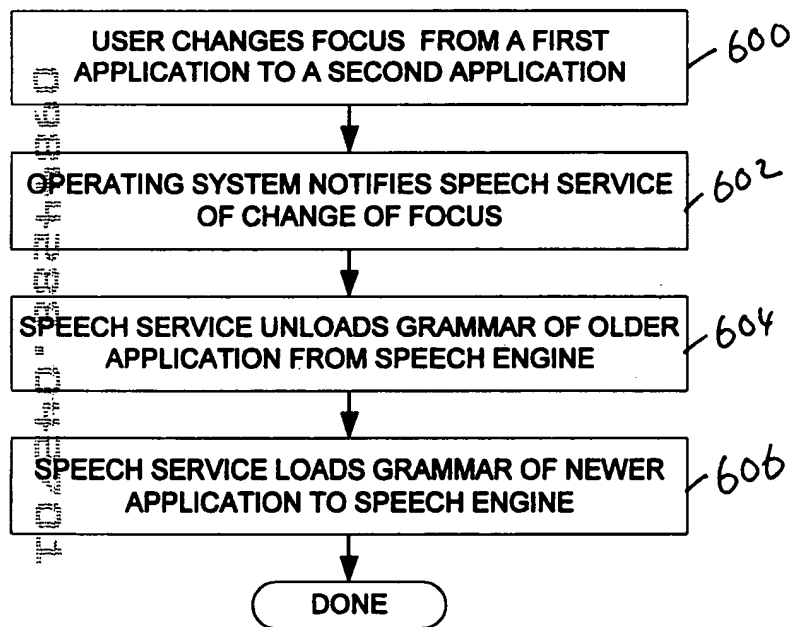


FIG. 6